CONVENTION SAMPLE SCENARIO: REBUILDING

JUNE 1920

The Great War ended in 1916, but it took years for recovery efforts to show any signs of progress for the nations of Europa. By 1920, citizens and governments were finally seeing the benefits of their work.

Now, as the civilians of Europa begin to find comfort and stability, people are beginning to look forward again. Concerns over basic survival gradually give way to ambition as each nation seeks to secure its tenuous recovery and begin to gain an edge over its rivals. Production and development are ramping up, and nations are turning their eyes toward rebuilding their militaries again as well as encouraging their growing economies.

While international trust is gradually returning, security at home is leading to renewed concern over border definitions and security, and each nation is increasingly concerned with securing and defending territory. Naturally, this leads to a certain amount of tension between countries, at the risk of the growing trade and trust, but no nation is willing to give in without considerable concessions from the other side.

STORY SUMMARY

Four years after the end of the Great War, Europa is finally showing signs of growth and true recovery. Trust gradually returns between nations, though each privately strives to find an edge over the others by completing its recovery, stabilizing its economy, and beginning the restoration of its military.

SETUP

1. Set up the game as usual. Do not use **The Wind Gambit** expansion for this game.
2. Designate 4 tokens per player to serve as Rebuilding tokens. Place these tokens next to the board (do not distribute them at this time).
3. Use 1 Perk for free. Multiple players may choose the same perk.

   Perks are one-time boosts used in the Rise of Fenris campaign during game setup. There are 7 Perks to choose from. If you gain something on the board, it must go on a starting territory.

   +$5
   +2 Objective cards
   +2 Resources
   +1 Worker
   +3 Power
   +2 Popularity
   +2 Combat Cards
4. To conclude setup, players may place up to 4 stars on land territories on the board. All players simultaneously place one star at time (e.g., "Everyone place your first star." After they've finished, "Now place your second star," and so on).
   - You're trying to choose territories where you plan to build structures.
   - You may not place stars on territories adjacent to your home base.
   - You may place at most 1 of your stars on a territory (multiple players can have stars on the same territory).

SPECIAL RULES

1. **UNAVAILABLE STARS:** Stars on territories are not available to place on the Triumph Track.
   1. This may result in you achieving a Triumph without an available star on your faction mat. Later in the game, if you have an available star on your turn and you currently meet the condition of the goal (i.e., have 16 power), you may place the star on the Triumph Track.
   2. If you do not have an available star on your faction mat when you win combat, you lose the opportunity to place it on the Triumph Track.

EPISODE GOALS

- Earn and spend Rebuilding Tokens.
- Win the game.

2. **RETRIEVING STARS:** You may only retrieve your star from a territory and place it on your faction mat if one of these situations occurs:
   - **You build a structure on that territory.** Gain a Rebuilding Token.
   - **An opponent builds a structure on that territory.** Do not gain a Rebuilding Token.
   - **You build your 4th structure anywhere.** Collect ALL of your remaining stars from the board. Do not gain a Rebuilding Token unless you built the 4th structure on a territory containing 1 of your stars.
3. **REBUILDING TOKENS:** On your turn, you may spend a Rebuilding token when taking a bottom-row action to skip the resource cost. Place spent tokens on your home base (each spent Rebuilding token will earn a $5 bonus at the end of the game).

OUTCOMES

The recovery efforts for most nations seem to have reached a zenith, and the widespread hope across Europa is that the informal truces arising can be codified quickly to ensure a lasting peace. However, confidence from a reinvigorated economy and the recent race for economic and military superiority have created a tension among nations that will be difficult to overcome.

EPISODE REWARDS

- All players get +$5 for each Rebuilding Token they spent (i.e., tokens on your home base).

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